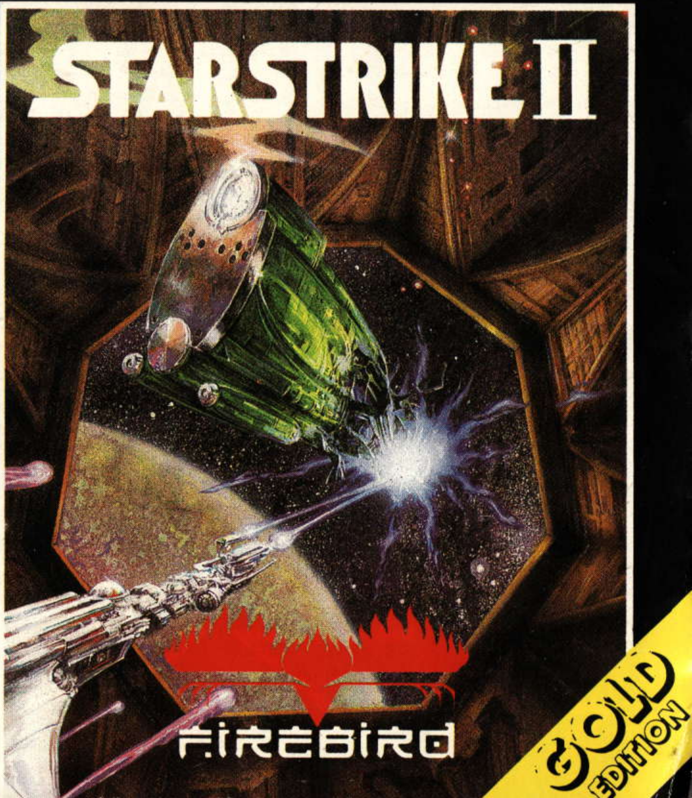

STARSTRIKE II
FIREBIRD
GOLD EDITION

BACKGROUND

The Outsiders have been driven from Federation space by the Starstrike series of starfighters. Now, Federation Command is launching an all-out offensive on the Outsiders' home planetary systems with the next generation of Starstrike ships.

YOUR MISSION

The Outsiders' home planets are grouped around five stars in the Lesser Magellanic Cloud. There are 22 planets in total, of three basic types: industrial, military and agricultural.

You must neutralise all of the Outsiders' planets to allow the Federation's forces to take control.

To neutralise a military planet you must knock out its battle computer; an industrial planet is neutralised by destroying the reactor that powers it; and on an agricultural planet you must knock out the control system that runs the robot farming machinery.

Military intelligence suggests that the military planet Delta V, the industrial planet Alpha I and the agricultural planet Beta III are poorly defended examples of their respective types.

THE SHIP

The Starstrike II ships are the most technologically advanced attack fighters ever built.

The ship is armed with multiple laser cannons, supplied by their own energy banks. Firing the lasers depletes the energy supply in these banks, which gradually recharge whenever the lasers are not in use.

Surrounding Starstrike II ships is a protective force-field, which can absorb energy from collisions and Outsider shots. Each collision drains some of the field's energy, should the energy ever drop to zero the next collision will destroy the ship. The force-field can be recharged from the ships fuel supply at certain points during an attack.

The ship has a limited supply of fuel which slowly drops while the ship is in combat. Fuel can be replenished from the Support Module or by collecting the fuel pods from destroyed enemy fighters. Running out of fuel is fatal.



The ships control panel is at the bottom of the screen. It contains the gauges for the laser, force-field and fuel supply. On the bottom right of the panel is a velocity gauge. Also shown are the symbol of the current star and the type of planet under attack.

During combat with enemy fighters two "head-up" navigation displays appear to enable you to track enemy targets. The right hand display shows the height of targets above or below you, the left hand display gives a view of the combat area as if from above. These displays appear automatically whenever no target is visible on your viewscreen although they can be switched on permanently if desired. The targets are shown on the display as

\+ Enemy Ship   × Scavenger Ship

— Fuel Pod

A count of the number of fighters left to destroy is shown on the right of the control panel.

SUPPORT MODULE

Starstrike II ships are designed for planetary attack and do not carry equipment to make hyperspace jumps between stars, although they do carry a small hyperdrive unit allowing them to jump between planets within a star system. To reach the Outsider systems, each ship has a Support Module that carries an interstellar hyperdrive motor and a reserve fuel supply.

STAR SELECTION

The star selection screen appears whenever you enter the Support Module and allows you to choose one of the five star systems or refuel your ship. Next to each star is a display of the planets in that system, neutralised planets are shown in red, unvisited planets are shown in yellow. On the right of the screen is a gauge showing the amount of reserve fuel remaining in the support modules tanks.



PLANET SELECTION

The planet selection screen shows you the position of the remaining targets in a system and allows you to select your destination. A small text display shows the name, type and range of each planet as you select it.

HYPERSPACE

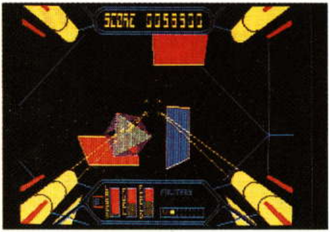
To move between planets in a star system, you must travel through hyperspace. This is normally safe, but occasionally you will encounter storms of electro-static energy fields which will reduce your shield energy if hit.

THE SPACE WHEEL

All military and some industrial planets have wheel shaped orbital space stations. To destroy one of these huge space wheels you must shoot the defence pods spaced around its edge (see plate no. 1). When all the pods

have been destroyed an entrance will appear on the main body of the wheel. To dock with the wheel you must centre it in your sights and press the 'D' key, LEFT and RIGHT will now act as rotation controls to allow you to roll your ship. To successfully dock you must match your roll to that of the wheel so that the entrance is horizontal as you enter it.

A successful docking manoeuvre leads into the space wheel's internal hanger. The exit from the hanger is an iris valve on the rear wall that is continually opening and closing. There are three control units around the iris. As the last control unit is destroyed the iris will freeze its motion, so shooting of the final unit must be timed to stop the iris in an open position.



DEFENCE FIELDS

All Outsider planets are surrounded by defensive force-fields. The only way through these force-fields is by way of small openings maintained to allow Outsider ships to pass. These openings are heavily defended and you will need split second timing to pass through them successfully.

Planets with orbital space-wheels have more defence fields than those without. Successfully docking with the space-wheel allows you to by-pass these extra defence fields.

ORBITAL FIGHTERS

Once through the planetary defence fields your ship goes into orbit around the target planet and you must face its fighter defences. When a ship is destroyed it sometimes leaves a fuel pod, collide with this to replenish your own fuel supply. If a fuel pod is not collected quickly then Outsider scavenger ships will swoop in to reclaim it.

Once all the orbital fighters are destroyed you descend to the planets surface.

GROUND ATTACK

Fly over the enemy terrain destroying the targets on the ground and avoiding the airborne defences. Your lasers' point of impact is shown by a cross shaped sight which runs along the ground in front of you.

VENTILATION DUCT

Fly down the ventilation duct avoiding the fans and other obstacles. In this section your guns are disabled and the fire key switches your controls so that CLIMB accelerates and DIVE decelerates your ship (using the joystick this is reversed so that JOYSTICK

FORWARD accelerates and JOYSTICK BACK decelerates). It is not possible to accelerate or decelerate and manoeuvre at the same time.



REACTOR SYSTEM

De-activate the tetrahedral reactor vessel and exit through the iris valve on the rear wall; the iris will only open after the reactor has been deactivated.

BATTLE COMPUTER

Knock out the battle computer and escape through the iris valve that opens on the far wall.

AGRICULTURAL CONTROL CENTRE

As with the battle computer you must deactivate the control system and escape via the exit on the rear wall.

REALTIME GAMES SOFTWARE LIMITED

CONTROLS

	Keyboard	Cursor	Joystick
Climb	Q	↑	JOYSTICK BACK
Dive	A	↓	JOYSTICK FORWARD
Left	O	←	JOYSTICK LEFT
Right	P	→	JOYSTICK RIGHT
Fire	SPACE	COPY	FIRE BUTTON

Z .... Decelerate
X .... Accelerate
H .... Head-up displays permanent
J .... Head-up displays automatic
D .... Dock
ESC .... Pause
RETURN .... Resume game
DEL ...... Abort game (while paused)

STARSTRIKE II

LOADING INSTRUCTIONS

AMSTRAD

Cassette

CPC 6128, 664 and CPC 464 with disc.
Hold down **SHIFT** and press the @ key.
Enter **TAPE** then press **RETURN.**
Now follow the following CPC 464 cassette loading instructions.

CPC 464 Cassette Loading
Hold down **CTRL** and press the small **ENTER** key.
Press the **PLAY** button on your recorder.

Disc
Enter **RUN "DISC"**
Press **RETURN.**

GUARANTEE
If this program is faulty and fails to load, please return it to the address below and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.